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Masters of the Game™
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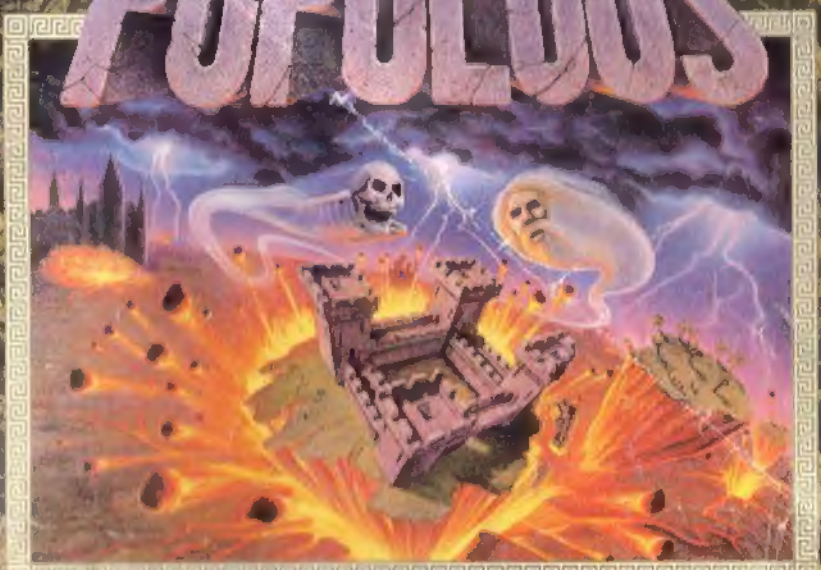
PRINTED IN JAPAN

The Ultimate Triumph of Good &

POPULOUS™



INSTRUCTION BOOKLET

Acclaim
Masters of the Game

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME BOX.

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Nintendo

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You are a supreme being...with the power to command the forces of nature. Earthquakes, floods, volcanoes, the power to turn the very oceans into fertile plains or the plains into barren rock is yours. But such power is not limitless. Its source is in the number of your followers - the followers of Good - scattered on worlds throughout the universe. These people look to you to level their land so they can raise their crops, build towns and multiply. In return, as their number increases, so does your power to smite the enemy, the followers of Evil.

The forces of darkness threaten to engulf every world in the universe. Your followers will be overrun and you with them, unless you help them prosper and grow, unless you call them to glory, to conquest, to purge the worlds of Evil.

With enough power you can move the Good Papal Magnet. Place it anywhere in the world and your followers will be drawn to it, cultivating the land as they go, or confronting Evil. Make the Good people's Leader into a crusading Knight, and he will invade the enemy, attacking their people, burning towns and crops.

Victory depends on the elimination of Evil. Send your people to hunt them down. Wreak havoc on them with the forces of nature. Wipe them off the face of the world, or if Good outnumbers Evil, call for Armageddon. Every person — Good and Evil — will come together for the final doomsday battle.

From world to world you must go, aiding your followers, destroying the enemy. The landscapes will become increasingly formidable, the power of Evil ever greater.

The Good depend on you to triumph.

Oblivion awaits the loser. . .

IN THE BEGINNING

LOADING:

1. Make sure the power switch is OFF.
2. Insert POPULOUS cartridge as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

When you see the POPULOUS title and game mode selection screen, use the CONTROL PAD ARROWS to select one of the following options:

TUTORIAL -Practice game play, strategy, and Supreme Power Commands, without having to first build up your Manna Bar. (See TUTORIAL MODE, page 34.)

CONQUEST - You start with only a few followers and must help them in order to increase your power. With victory comes both the chance to fight Evil on ever more challenging worlds of the universe and the Password that enables you to restart your battle for divine supremacy from the world you last reached.

CUSTOM -Not only can you choose the Supreme Power Commands available to both you and Evil, change landscapes and jump to new worlds, you can also become Evil or even set the computer against itself. (See CUSTOM MODE, page 34.)

Note: No Password capability exists in the Tutorial or Custom modes. You cannot advance through the 989 worlds of the universe or use a Password to resume the game from where you left off prior to switching off your SNES.

To accept your option, press the A BUTTON. In the Custom and Tutorial modes you will then see the Game Play screen. In the Conquest mode you will see the World Description Screen. (See WORLD DESCRIPTION SCREEN, page 11.)

Note: Populous is a one-player game. Always use the Player 1 Controller.

CURSORS

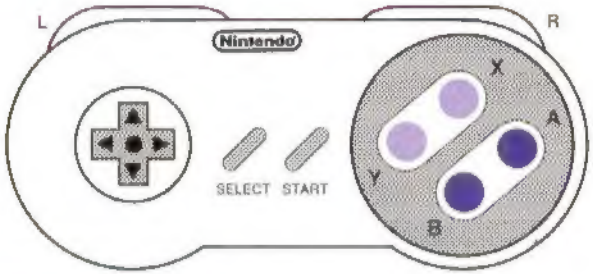
There are a variety of cursors used in POPULOUS. The specific type depends upon which screen is showing, your position on the Game Play screen or the command in effect, but regardless of type, ALL CURSORS ARE MOVED WITH THE CONTROL PAD ARROWS.

TO SELECT ANY COMMAND ICON or OPTION WHEN IN THE APPROPRIATE MODE or SCREEN, MOVE THE CURSOR TO THE ITEM AND PRESS THE REQUIRED BUTTON AS OUTLINED IN THE RELEVANT SECTION OF THIS BOOK. (i.e. Select means 'to move the cursor to...')

Note: On the Game Play screen, the cursor moves diagonally, parallel to the sides of the Close-up Map. If you'd prefer the cursor to move UP, DOWN, LEFT, and RIGHT, parallel with the sides of the entire screen, select the CURSOR icon and press the A BUTTON. To return the cursor to moving diagonally, press the A BUTTON again. To return to the Close-up Map from the Cursor icon, press the SELECT BUTTON.

THE CONTROLS. . .
DIVINITY AT YOUR FINGER TIPS

THE CONTROLLER:



BASIC CONTROLS:

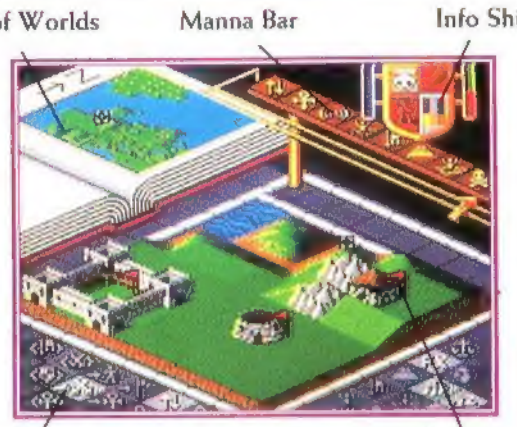
CONTROL PAD	Moves all cursors.
SELECT BUTTON	Switches the cursor to the Command Icons.
START BUTTON	Press to pause. Press again to restart.
A BUTTON	Raises the land and makes selections.
B BUTTON	Lowers the land and makes selections.
X BUTTON	Flattens the land around Settlements (that are not castles) turning them instantly into castles.
Y BUTTON	Locates Settlements (that are not castles).

ADVANCED CONTROLS:

(L) + (A)	Raises and flattens large areas of land.
(L) + (B)	Lowers and flattens large areas of land.
(L) + (X)	Raises the land around a castle, reducing it to a primitive hut.
(L) + (Y)	Locates castles.
(R) + (A)	Accesses RAISE & LOWER LAND Supreme Power Command*.
(R) + (B)	Accesses Papal Magnet cursor*.
(R) + (X)	Makes your followers Settle*.
(R) + (Y)	Makes your followers Gather Then Settle*.
(L) + (R) + (A)	EARTHQUAKES the area shown on the Close-up Map*.
(L) + (R) + (B)	Accesses Swamp cursor*.
(L) + (R) + (X)	VOLCANOS the area shown on the Close-up Map*.
(L) + (R) + (Y)	Turns your Leader into a Knight*.

(*Without having to select the appropriate Command Icon.)

THE GAME PLAY SCREEN. . .
A WORLD TO COMMAND



COMMAND ICONS

The icons on both sides of the screen access one of five types of command:

Supreme Power Commands - Directly affect the world.
Influence Behavior Commands - Influence the actions of your people.
View Commands - Show:
- Selected objects on the Close-up Map
- Options for Good or Evil screens
- Game Set-up Screen
- Info-shield

Pause Command - Pauses the game.
Audio Commands -Turn on and off the Sound Effects or Music.

THE BOOK OF WORLDS

The Book of Worlds is a map of the world you seek to conquer:

Blue Dots	Good Walkers
White Dots	Good Settlements
Light Grey Dots	Rocks
Red Dots	Evil Walkers
Dark Grey Dots	Evil Settlements
White Square	Close-up Map location

Note: You cannot change land on the Book of Worlds. It is solely a representation of what is happening throughout the world you are conquering.

THE CLOSE-UP MAP

The Close-up Map is a magnified view of the area on the Book of Worlds map marked by the white square.

Your exact position on the Close-up Map is marked by a:

White cross hair - if land can be built.

White Square - if you cannot build or if the game is paused.

The white cross hair automatically switches to the white square:

- if no Good Walkers or Good Settlements exist on the Close-up Map.
- if you are in the **Built-Towns** mode and there is no settlement on the Close-up Map.
- if you are in the **Land Cannot Be Built** mode.

To scroll across the Close-up Map and the Book of Worlds, press the appropriate CONTROL PAD ARROW.

To scroll faster, press the CONTROL PAD ARROW plus the R BUTTON.

To scroll rapidly, press the CONTROL PAD ARROW plus the L BUTTON.

To locate Good settlements below the level of castle, press the Y BUTTON.

On the Close-up Map the following symbols apply:

WALKERS

Each person on the Close-up Map is a Walker. Good Walkers wear blue, Evil Walkers, red. Both Good and Evil Walkers represent a number of people, depending on their strength.

Good Walkers do whatever is instructed by the Influence Behavior Commands (see INFLUENCE BEHAVIOR COMMANDS, page 20). If a Walker is forced to walk around without settling, he will grow weak and eventually die.

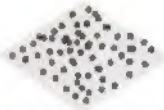
SETTLEMENTS

When instructed to settle, any Walkers that find flat land, will build settlements and grow crops. The more flat land you create around a settlement, the larger and more advanced it becomes. The larger the settlement, the faster the population grows and the more Manna you get. Population grows within a settlement until it's full, whereupon a Walker will emerge in search of more flat land to settle on.

Blue flags fly over Good Settlements, red over Evil Settlements.

PLANTED LAND

Light colored rows of dots are Good crops; dark dots are Evil crops.



SWAMPS

Swamps reduce crop land and swallow Walkers. They are also either shallow or bottomless, depending on the world. If a Walker sinks in a shallow Swamp, the Swamp becomes flat land.

To remove Swamps, raise and then lower the affected land.

RUINED LAND

To restore land decimated by fire, raise and then lower the affected land.

ROCKS AND TREES

To remove dark colored rocks or trees, sink the land around them down to sea level.

To remove light colored rocks, raise and then lower the land.

PAPAL MAGNETS

Papal Magnets are divine monuments used to control the people; an Ankh for the Good people and a Skull for the Evil people. Once instructed, your people will flock to the Magnet. If you have enough Manna and a Leader, use it to move your people around the world.

LEADERS

Your Leader is the Walker carrying a small Papal Magnet.

When under the Go To Papal Magnet Influence Command, all your Walkers will migrate toward your Leader, who himself heads directly for the Papal Magnet. (see INFLUENCE BEHAVIOR COMMAND, GO TO PAPAL MAGNET, page 21.)

Leaders can also become Knights, if you have enough Manna. (See SUPREME POWER COMMANDS - KNIGHT, page 18.)

(To create a Leader, see INFLUENCE BEHAVIOR COMMAND, GO TO PAPAL MAGNET, page 21.)

If your Leader dies or is knighted, the Papal Magnet moves to the place he occupied.

KNIGHTS

Knights seek out and battle with Evil Walkers, raid enemy settlements and torch buildings and crops. They are strong, but not invincible, growing weaker with every battle until they die. A single Knight represents a large part of your population. Their loss can be devastating.

(To create a Knight, see SUPREME POWER COMMAND COMMANDS - KNIGHT, page 18.)

WORLD DESCRIPTION SCREEN

In the **Conquest** Mode, the first thing you see is the World Description Screen. It describes the world you must conquer and the Supreme Power Commands available to you and to Evil.

The screen will also appear at the start of each new world.

1 - **World to Conquer** - The name of the current world. With every world you conquer you will advance to a more challenging world.

Write down the name of every new world you see. It is a Password enabling you to turn off your SNES and still be able to later resume your conquest. (See PASSWORD, page 32.)

2 - **Battle Number Is** - Each world is numbered in order of difficulty. As you win, you will advance through the 989 worlds.

Note: If you conquer a world with ease, you will jump up several worlds — the easier the victory, the bigger the jump.

3 - **Landscape Is** - One of the 10 types of landscape — Grassy Plains, Desert, Snow & Ice, Rock & Lava, Bit Plains, Japanesque, French Revolution, Cake Land, Piggy Land or Silly Land. (See TERRAIN, page 35.)

4 - **His Reactions** - The speed with which Evil can match your actions. The scale measures from very slow on the left to very fast on the right.

5 - **His Rating** - Evil's level of skill and ingenuity. The rating runs from very poor on the left to very good on the right.

6 - **Built** - The build mode you are in determines when you can raise or lower land:

People: you can change land if either a Walker or a Settlement is on the Close-up Map.
Towns: you can change land only when a Settlement is visible on the Close-up Map.
Neither People nor Towns: you cannot raise or lower land.

7 - **Swamps** - There are two types:

Shallow: swamps disappear if a Walker falls into them.
Bottomless: swamps only disappear if the land is raised or lowered.

8 - **Water** - May be either fatal or harmful:

Fatal: killing Walkers falling into it immediately.
Harmful: Walkers take longer to drown, giving you time to save them by raising the land.

Note: ON ALL DESCRIPTIVE AND OPTION SCREENS, A LARGE LIGHT GREY SQUARE SIGNIFIES 'OFF' or 'NOT AVAILABLE', A SMALLER DARK GREY SQUARE SIGNIFIES 'ON' or 'AVAILABLE'.

You and Evil - Stipulates which Supreme Power Commands are available to you and which to Evil. The balance of power is rarely equal and you must adjust your strategy accordingly.

- Lists the number of Walkers you and Evil start the world with.

Start Game - To start your conquest of the universe on the world named at the top of the World Description Screen, select the START GAME option and press the A BUTTON.

New Game - To start your conquest from the world you last reached, move the cursor to the NEW GAME option and press the A BUTTON. You will then be able to enter the name of the latest world you have advanced to. (See PASSWORD, page 32.)

COMMAND ICONS

To reach the icons for any of the five types of command, use the SELECT BUTTON. Pressing the SELECT BUTTON successively moves you counter-clockwise from the Close-up Map, to the icons on the lower left hand side of the screen, to the icons on the lower right hand side of the screen and then back to the Close-up Map.

Note: Whenever you access a command icon with the SELECT BUTTON, the game automatically pauses.

PAUSE

To pause the game, select this icon and press the A BUTTON or B BUTTON. To resume the game, press the SELECT BUTTON again and the A or B BUTTON again.

NOTE: YOU CAN ALSO PAUSE THE GAME BY PRESSING THE START BUTTON. TO RESUME THE GAME, PRESS THE START BUTTON AGAIN.

Note: Even when the game is paused you can still move around the world and select View Icons, Influence Behavior Icons or Supreme Power Command Icons.

SUPREME POWER COMMANDS

These commands directly affect the world. To perform any Supreme Power Command the arrow on your Manna Bar must be on or to the right of that Command. Only one Supreme Power Command may be used at a time and each time one is used your Manna decreases.

To execute a Supreme Power Command, select the appropriate icon and press the A BUTTON or B BUTTON.

RAISE & LOWER LAND

To raise the land, press the A BUTTON.
To lower the land, press the B BUTTON.

To rapidly raise and flatten the land over a large area, press the A BUTTON twice and then the B BUTTON once OR press the L BUTTON plus the A BUTTON.

To rapidly lower and flatten the land over a large area, press the L BUTTON plus the B BUTTON. (Land at sea level will not change.)

THIS IS YOUR MOST CRUCIAL DIVINE ACTION. Raise and lower the land to flatten as much as possible. Only on flat land can your people grow their crops, advance their civilization, multiply and so increase your power.

Note: The Build mode affects whether Settlements or just Walkers need to be on the Close-up Map for you to raise and lower land. (See WORLD DESCRIPTION SCREEN - Built, page 12.)

If you have sufficient Manna, to instantly advance any pre-castle civilization to the most advanced level that its world or its geographic position allows, move the cross hair over the settlement you wish to improve and press the X BUTTON.

(Note: To instantly find any of your Settlements, other than castles, press the Y BUTTON.)

To access and RAISE & LOWER LAND Command, without having to access the RAISE & LOWER icon, press the R BUTTON plus the A BUTTON.

PLACE PAPAL MAGNET

To place the Papal Magnet anywhere in the world, select this icon.

The Close-up Map cursor will be replace by a small Papal Magnet with a blue arrow attached. Move the Magnet to where you want it and press the A BUTTON or B BUTTON.

Note: You can only move your Papal Magnet if you have a Leader. (See INFLUENCE BEHAVIOR COMMANDS - GO TO PAPAL MAGNET, page 21.)

EARTHQUAKE

To create swamps in an area of the world, select this icon.

Earthquakes shake the ground making it uneven and unsuitable for crops. Earthquakes also turn high ground into low ground.

To earthquake the area shown on the The Close-up Map, without having to access the EARTHQUAKE icon, press the L BUTTON, plus the R BUTTON, plus the A BUTTON.

SWAMP

To create swamps in an area of the world, select this icon.

The Close-up Map cursor will then change to a mini-swamp with a small arrow attached. Move the mini-swamp to the area to be swamped and press the A BUTTON.

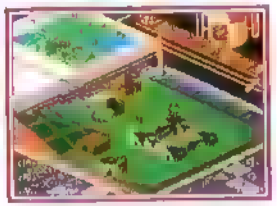
If you choose not to use the Swamp Supreme Power Command after selecting it, press the B BUTTON.

To obtain the Swamp cursor, without having to access the SWAMP icon, press the L BUTTON plus the R BUTTON and the B BUTTON.

Note: Swamps can only be created on flat land.

KNIGHT

To transform your Leader into a Knight, select this icon



Knights attack Evil Settlements and Evil Walkers, burning their buildings and destroying crop land.

Note If your Leader becomes a Knight, you will no longer have a Leader until another Walker is made to touch the Papal Magnet.

To increase a Knight's strength and longevity, select Gather Then Settle. Walkers will then join with your Knight. But beware, your Leader can also join with a Knight, leaving you leaderless

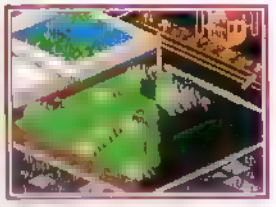
If two Knights are on the same screen, they will join together to form and even stronger Knight regardless of which behavior mode you are in

You can create as many Knights as your Manna will allow

To turn your Leader into a Knight, without having to select the KNIGHT icon, press the L BUTTON plus the R BUTTON and the Y BUTTON.

VOLCANO

To turn the area on the Close-up Map into a rocky mountain, select this icon



The damage caused by a Volcano takes a great deal of Manna to recover from. A double or triple Volcano can be utterly devastating

To turn the area shown on the Close-up Map into a mountain, without having to select the VOLCANO icon, press the L BUTTON plus the R BUTTON, and the X BUTTON

FLOOD

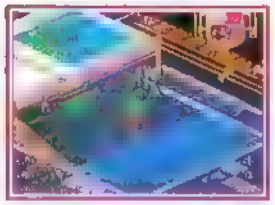
To raise the water one level throughout the world, select this icon When it flashes, press the A or B BUTTON again

All flooded settlements, Good and Evil, are destroyed. Walkers get dumped into the water, whereupon they either die immediately or slowly drown, depending on whether that world's water is fatal or harmful

Drowning Walkers can be saved by raising the land beneath them

ARMAGEDDON

To declare the final battle and end the world, select this icon. When the icon flashes red, press the A or B BUTTON again.



Armageddon is doomsday. All the people, Good and Evil, migrate from their homes to the center of the world, where they fight for ultimate supremacy.

You can move your view of the world during Armageddon, but you cannot alter the course of events in any way.

If Good outnumbers Evil, you will be victorious, if not, the world and all the followers of Good are lost.

INFLUENCE BEHAVIOR COMMANDS

These commands influence the actions of your followers.

To initiate an Influence Command, select the appropriate icon, and press the A BUTTON or the B BUTTON.

It costs no Manna to influence your people and they are always moved by one of these influences, so one icon is always highlighted.

To return to the Close up Map from the Influence Behavior icons press the SELECT BUTTON twice.

GO TO PAPAL MAGNET

To make your Walkers migrate toward their Leader, who walks toward the magnet, select this icon.

As your followers reach the Leader, they will combine with him to create a stronger Leader.

If no Leader yet exists, has died, or becomes a Knight, to create one, select this symbol. Your Walkers will go directly to the Magnet. The first Walker to touch the monument becomes the Leader.

Note. This command is vital for getting your Walkers to migrate into enemy territory so that they then can conquer, or settle, or both. If you have the Manna and a Leader, use the Place Papal Magnet Command to move the Magnet into an Evil settlement and then select the Go To Papal Magnet icon.

Under this Influence, your followers will not make settlements and will only fight Evil Walkers and Settlements who fall directly on their path to the Papal Magnet.

SETTLE

To make your followers build settlements, and so increase their number, select this icon.

Walkers seek flat land to settle on. Once a settlement fills up, a Walker leaves to seek more flat land and builds on that. While castles are good because they generate many people and increase your Manna, they take a long time to fill up and produce Walkers. Small settlements have their value in providing a steady stream of Walkers to build other settlements.

Note: If you need more Walkers immediately, raise or lower the land adjacent to a castle. The castle will diminish to a lower form of settlement out of which will step a Walker. As soon as he does, flatten the land again to rebuild the castle.

To make your followers settle, without having to select the SETTLE icon, press the R BUTTON plus the X BUTTON

FIGHT THEN SETTLE

To make your Walkers hunt out nearby Evil settlements to invade and settle, select this icon

When Good Walkers invade an Evil settlement successfully it becomes Good

If no Evil settlements exist nearby, Walkers just settle

GATHER THEN SETTLE

To make your Walkers unite for greater strength, select this symbol

In harsh terrain or facing battle, stronger Walkers are essential for survival

To make your followers combine and then settle, without having to select the GATHER THEN SETTLE icon, press the R BUTTON plus the Y BUTTON

VIEW COMMANDS

There are three types of View Commands

- View objects on the Close-up Map
- View - Game Set-Up Screen
  - Options for Good or Options for Evil Screen
- Place Shield

CLOSE UP MAP VIEW COMMANDS

Use these commands to move the Close-up Map to your Leader, Papal Magnet, Knight(s), Battles or the Shield Bearer

View Leader or Papal Magnet

To view your Leader or Papal Magnet, select this icon and press the A BUTTON to see your Leader, or the B BUTTON to see your Papal Magnet

If you have no Leader, pressing the A or B BUTTON will move the close up Map to the Papal Magnet

View Knights or View Settlements

To view your Knights or Settlements, select this icon and press the A BUTTON to see your Settlements, or the B BUTTON to see your Knights. If you have more than one Knight, press the B BUTTON repeatedly

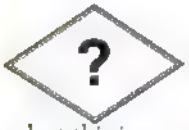
View Battles

To view battles, select this icon and press the A BUTTON repeatedly to view each of your battles in turn

If no battles are being fought, the Close up Map will remain unchanged

View Shield

To view the Shield Bearer, select this icon and press the A BUTTON



PLACE SHIELD

To obtain specific information about Walkers or Settlements advancement and strength, select this icon and press the A BUTTON. The cursor on the Close-up Map will become a small shield

Move the shield onto any Walker or the flag of any Settlement that you want information about and press the A BUTTON That Walker or Settlement now becomes the Shield Bearer and information about them appears in the Info Shield

Note: The Shield can move from the Walker or Settlement to which you assigned it:

- If the Shield is on a Settlement that produces a Walker, the Shield transfers to the Walker
- If the Shield is on a Settlement that produces a Walker, the Shield transfers to the Walker
- If the Shield is on a Walker during a battle and the Walker loses, the Shield transfers to the victor
- If the Shield is on a Walker who dies from the elements the Shield disappears. The Info Shield remains blank until the Shield is reassigned
- If the Shield is on a Walker who joins with the Leader of a Knight, the Shield transfers to the Leader or Knight

To see information about other Walkers or Settlements, move the shield cursor to them and again press the A BUTTON

To return to normal play and the cursor to a white square or cross hair, press the B BUTTON

VIEW OPTIONS FOR GOOD or EVIL

To check which Supreme Power Commands are permitted in the world you are conquering levels of aggression and rates of response select this icon and press the A BUTTON to see your options, or the B BUTTON to see Evil's

In the CUSTOM mode only, to change which Supreme Power Commands are permitted, select the chosen Command and press the A BUTTON To return the option to its previous setting press the A BUTTON again

To return to the Close-up Map from either the Options for Good or Options for Evil Screen, select either OK to accept any changes you have made (CUSTOM mode only) or CANCEL to return the options to their original settings and press the A BUTTON

VIEW GAME SET-UP

To verify how the game is set-up, select this icon and press the A BUTTON or the B BUTTON.

The Game Set-Up Screen

- Shows the set-up of the game
- Allows you to move from the Conquest to the Custom mode and vice-versa
- Allows you to alter the speed of the game
- Allows you to access Game Option, Quick Save, and Load screens

Note: The Game Option screen can be accessed in any mode, but can only be altered in the CUSTOM mode.

- Allows you to move to another landscape or world (CUSTOM mode ONLY), restart a map, or surrender the world you are in

GAME SET UP

The set-up in effect is marked with a small dark square

Good / Evil - In the Human vs. Computer game shows whether you are Good or Evil

Human vs. Com / Com vs. Com - You against the computer or the computer playing itself

CHANGE MODES

To move between Conquest and Custom modes, the screen immediately changes to the World Description Screen

GAME SPEED

To change the game speed, move the cursor to the Game Speed bar, and then use the LEFT and RIGHT CONTROL PAD ARROWS to slide the indicator along

GAME OPTIONS

To change the game options, move the cursor to GAME OPTIONS and press the A BUTTON

The Set Game Options screen will then appear in front of the Game Set-Up Screen. To change any of the options, move the cursor to the option(s) to be changed and press the A BUTTON. To change the option back, press the A BUTTON again

Note: In some worlds you can BUILD UP ONLY. The Game Options screen is the only place where you can check whether this limitation is in effect.

To return to the Game Set-Up Screen, with the options set as shown, move the cursor to OK and press the A BUTTON

To return to the Game Set-Up Screen with the options as they were before you altered them, move the cursor to CANCEL and press the A BUTTON

WARNING. The Save a Game and Load a Game options are only effective until the SNES is turned off

SAVE A GAME:

If you need to check if a particular strategy might be effective, or want to change game mode, or for any reason don't want to risk losing the ground you have already made in any world, it is possible to save up to three stages of the game at any one time **UP UNTIL THE SNES IS SWITCHED OFF.**

To save your conquest at the stage reached on the Close-up Map and Book of Worlds, select SAVE A GAME and press the A BUTTON

You will then see the Save Game screen

Any Quick Saves already used will state the name of the world saved or NO NAME if it is a Custom world and the turn at which it was saved

Unused Quick Saves have nothing written under them and the square to their left is large and a light grey in color.

To store your conquest, select the Quick Save you want and press the A BUTTON The computer will ask if you are sure you want to save If you are, select OK and press the A BUTTON again If you do not want to save or want to use another Quick Save, select CANCEL and press the A BUTTON

LOAD A GAME

To access a game stored in a Quick Save, **AS LONG AS THE SNES HAS NOT BEEN TURNED OFF SINCE THE GAME WAS STORED,** select LOAD and press the A BUTTON.

You will then see the LOAD GAME screen. Select the Quick Save to be loaded and press the A BUTTON The computer will ask if you are sure you want to load that Quick Save If you do not want to load or want another Quick Save, select the CANCEL and press the A BUTTON. If you do want the selected Quick Save loaded, select OK and press the A BUTTON

The screen will go momentarily black and then you will be back in your stored game at the point it was saved. (Note The game the Quick Saved game is replacing will be lost unless you stored it prior to loading your Quick Save)

MOVE TO NEXT MAP - Custom Mode Only

To move to another Custom mode world, select MOVE TO NEXT MAP and press the A BUTTON

NEXT LANDSCAPE - Custom Mode Only

To change the landscape of the world you are in, select NEXT LANDSCAPE and press the A BUTTON

RESTART THIS MAP

To restart a world from the beginning, select RESTART THIS MAP and press the A BUTTON

SURRENDER THIS GAME

To surrender a world, select SURRENDER THIS GAME and press the A BUTTON.

You will then see the Game Lost Screen, detailing the results of your attempted conquest. To begin a NEW GAME, press the A BUTTON again.

To return to the Game Play Screen from the Game Set-Up Screen as it was prior to any changes you have made, select CANCEL and press the A BUTTON.

AUDIO COMMANDS

To turn off the Music or Sound Effects, select the appropriate icon and press the A BUTTON. To turn the Music or Sound Effects back on, re-select the appropriate icon and press the A BUTTON again.

To return to the Close-up Map from the Music or Sound Effects icons, press the SELECT BUTTON.

SOUND EFFECTS

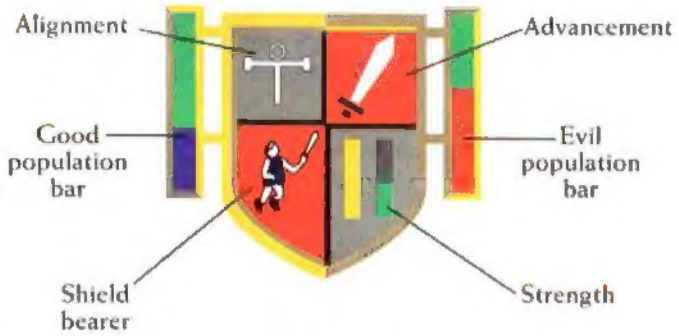
To turn on/off the Sound Effects, select this icon.

MUSIC

To turn on/off the Music, select this icon.

INFO SHIELD

The Info Shield displays information about the Good and Evil population and about the Shield Bearer.



POPULATION BARS - The higher the bar, the higher the population. The blue bar is for Good, the red bar for Evil.

SHIELD BEARER - The object the Shield is assigned to, either a Walker or a Settlement.

ADVANCEMENT - The cultural advancement of the Shield Bearer. The larger the settlement, the more advanced it becomes.

Walkers produced by an advanced settlement are far stronger than Walkers produced by a primitive settlement.

ALIGNMENT - The alignment of the Shield Bearer. The Ankh is for Good, the Skull for Evil.

STRENGTH - The strength bars represent different information depending on the Shield Bearer.

Settlements

The yellow bar (left) is the strength and defensive power of the settlement relative to a castle. (A solid yellow bar represents a castle.)

The green bar (right) is the population of the settlement. When the bar reaches the top, the settlement is full and a Walker is produced.

Walkers

There are three strength bars, one yellow and two orange, but only two bars are shown at a time. When the right orange bar fills up, the left orange bar increases one notch and the right bar empties. Once the left orange bar fills up, the view shifts to include the yellow bar and exclude the right orange bar. Every time the two orange bars fill up, the yellow bar increases one notch and the orange bars empty. A Walker with a full yellow bar is, near invincible in combat.

Combat

When two Walkers battle, the blue and red bars show the relative strengths of the two fighters.

PASSWORD

To go directly to a World for which you have the name, select the CONQUEST mode and then on the World Description Screen, select NEW GAME and press the A BUTTON.

You will then see an alphabet an number screen. To insert the name of your chosen world, select each letter and number of the name and press the A BUTTON after each one. To remove letters or numbers, press the B BUTTON.

Once you have entered the name, select END and press the A BUTTON.

You will then see the World Description Screen for the world you have chosen.

To start your conquest, select START GAME and press the A BUTTON.

To choose another world for which you have the name, select NEW GAME and press the A BUTTON.

VICTORY & DEFEAT

VICTORY

If you conquer a world, the Game Won Screen appears. Your score is based on the number of battles won as well as how many Knights and Settlements are left at the end of the game.

Note: To learn the name of the next world you are to conquer, select NEW GAME, press the A BUTTON and then after your Evil nemesis has congratulated you on your success, press the A BUTTON again. You will then see the World Description Screen. Record the name of the World To Conquer, so that you can access that world via the PASSWORD at another time.

DEFEAT

If you lose a world, the Game Lost Screen appears. To replay that world, select TRY IT AGAIN and press the A BUTTON.

GAME MODES

TUTORIAL MODE

The Tutorial mode lets you become familiar with the commands and strategy of POPULOUS without the necessity of increasing your power. The Manna Bar starts at KNIGHT, enabling you to use all the Supreme Power Commands, except FLOOD and ARMAGEDDON. If you sufficiently advance and increase your people, these last two commands will also become available to you.

CUSTOM MODE

The Custom mode enables you to pick the worlds you have to conquer and to tailor them as you like.

There are two ways to reach the Custom mode:

- Select CUSTOM on the Populous Title And Game Mode Selection Screen and press the A BUTTON.
- If you are in the Conquest mode, select the VIEW GAME SET-UP icon and press the A BUTTON or the B BUTTON. You will then reach the Game Set-Up Screen. Select CUSTOM GAME and press the A BUTTON.

Once you are in the Custom mode you can alter:

- On the Game Set-Up Screen:
  - The game set-up.
  - The game options.
  - The world you are conquering.
  - The landscape of the world you are conquering.

(See GAME SET-UP SCREEN, page 26.)

- On the Options for Good and Options for Evil Screens:
  - The Supreme Power Commands allowed for you and Evil.

(See OPTIONS FOR GOOD/EVIL, page 25.)

CONQUEST MODE

In the CONQUEST mode, your aim is to save the Universe from Evil one world at a time. With every victory, you move on to more difficult worlds and more challenging conquests until you have finally defeated Evil on all 989 worlds.

TERRAIN

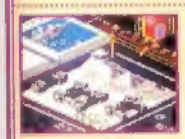
There are 10 types of terrain:

Grassy Plains - provide a relatively friendly environment in which your people can advance to their maximum level, moderately increase their population and survive without settling for the longest period.

RATE OF POPULATION DEVELOPMENT: •
SEVERITY OF TERRAIN:

Desert - landscapes are mostly flat, but also rocky and arduous for Walkers. If you build near sea level, beware of Floods.

RATE OF POPULATION DEVELOPMENT: •••
SEVERITY OF TERRAIN: •••



Snow & Ice - prevents a high level of advancement, limits the growth rate of your people and makes survival without a settlement almost impossible except for the shortest amount of time and for the toughest of Walkers.

RATE OF POPULATION DEVELOPMENT: ••
SEVERITY OF TERRAIN: •••

Rock & Lava - allows an advanced level of civilization and a rapid growth of your followers, but requires considerable power to remove rock and flatten the land.

RATE OF POPULATION DEVELOPMENT: •••
SEVERITY OF TERRAIN: ••

Japanesque - boasts the palaces and architecture of the Japan of the Shoguns. Your Knights are mighty Samurai.

RATE OF POPULATION DEVELOPMENT: *
SEVERITY OF TERRAIN: **

Francaise - is a world of beautiful European castles, tricolors and arches. Your population and rate of technical development is moderate. The terrain allows your Walkers to travel considerable distances.

RATE OF POPULATION DEVELOPMENT: **
SEVERITY OF TERRAIN: **

Silly Land - is an artificial landscape of grey and white. Your Walkers are aliens and the settlements are space stations. The harsh environment quickly tires Walkers and severely limits the growth rate of your population.

RATE OF POPULATION DEVELOPMENT: *
SEVERITY OF TERRAIN: ***

Bit Plains - has computer bugs for Walkers and everything from Game Boys to PC's as settlements. Progress and population increase is easy.

RATE OF POPULATION DEVELOPMENT: ****
SEVERITY OF TERRAIN: *

Piglet World - While the landscape is the same as the grassy plains, your Piggy Walkers have little endurance . . . particularly when faced with a Knight in Wolf's clothing!

RATE OF POPULATION DEVELOPMENT: **
SEVERITY OF TERRAIN: ****

Cake Land - looks like a checkered tablecloth with settlements made of cakes and candies. Your people are tiny mice.

RATE OF POPULATION DEVELOPMENT: ***
SEVERITY OF TERRAIN: **

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna.
-Relocate the NES with respect to the receiver.
-Move the NES away from the receiver.
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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